

Metro Transit Co-op

25 Cans

Maxi Taxi				25 Cans
[12] Car		Middleweight		2 BPs
Max Hull: 10	Max Gear: 5	Handling: 3		Crew: 4
[1] Taunt				
[2] Extra Crew				
[-] Handgun (∞)	Crew	Medium	1d6	
[4] Submachine Gun	Crew	Medium	3d6	
[4] Submachine Gun	Crew	Medium	3d6	
[2] Magnum	Crew	Long	1d6	Blast

Sponsor Perks

All vehicles on this team have these perks

Tour vehicles: You may not buy flyers or vehicles with less than 2 starting Crew. Extra crew may be purchased at half the cost, but those that are gain the “Spectator” trait. Spectators may only fire crew fired weapons.

Take a picture: If this vehicle is within medium range of a Vehicle Wreck or Explosion, remove up to 2 Hazards from this vehicle.

Interactive Entertainment: Whenever you cause a vehicle to wipeout or wreck after hitting with Crew Fired weapons, gain an Audience point. If the vehicle Exploded, gain 2. Also, you may spend 2 AP to add 5 Grenades, Molotovs, or Smoke Grenades

Look, but don’t touch: Your vehicles may not choose “Smash” in the event of collisions.

Perks

Taunt: When this vehicle resolves a Hazard result while rolling its Skid Dice, you may place that Hazard result onto the dashboard of a target vehicle within Medium range. This Hazard result must be resolved during that vehicle’s next Movement Step, and may not be re-rolled.